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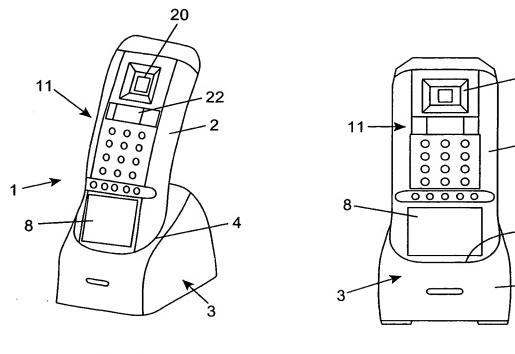


FIG. 1A

FIG. 1B

- 20

- 2

- 16

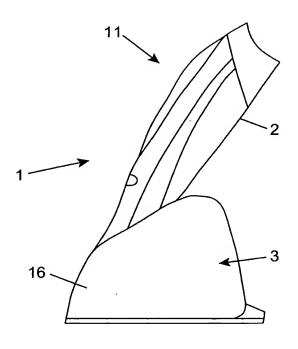


FIG. 1C

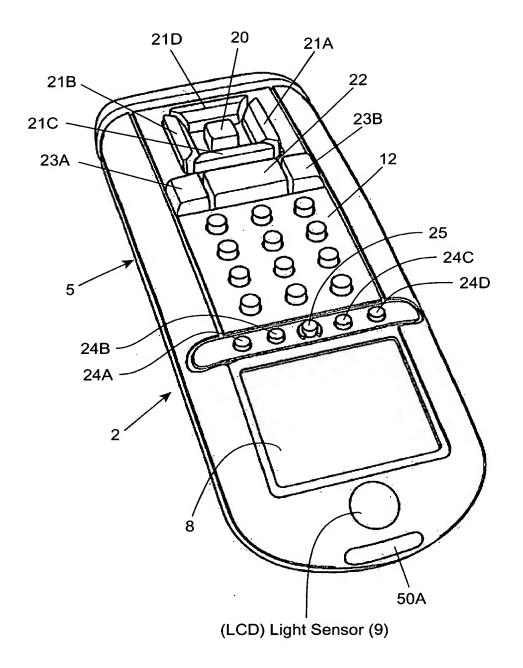


FIG. 2A

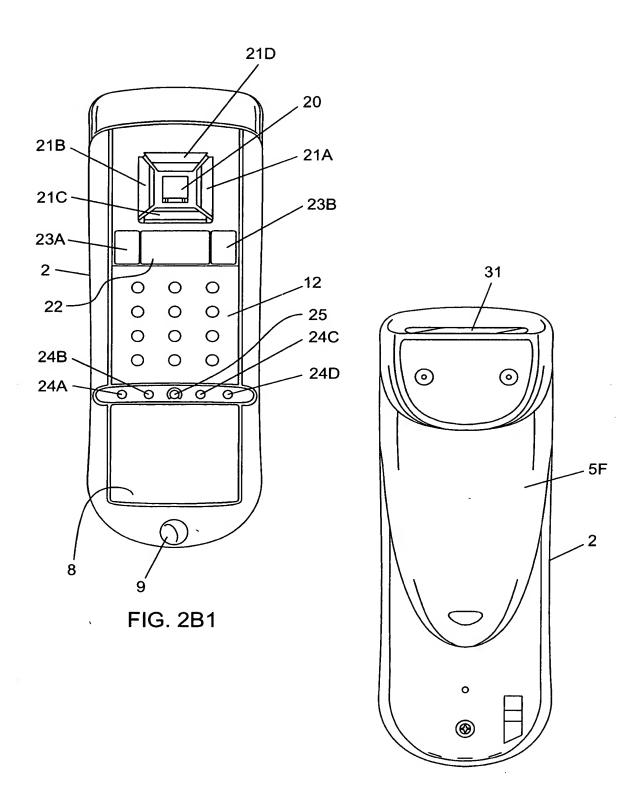


FIG. 2B2

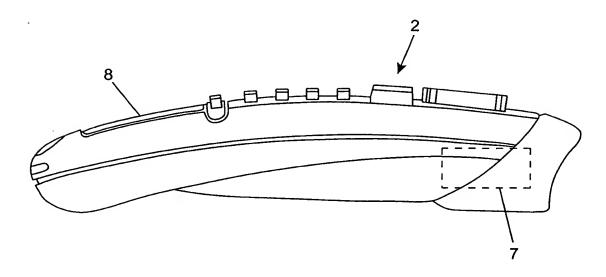


FIG. 2C1

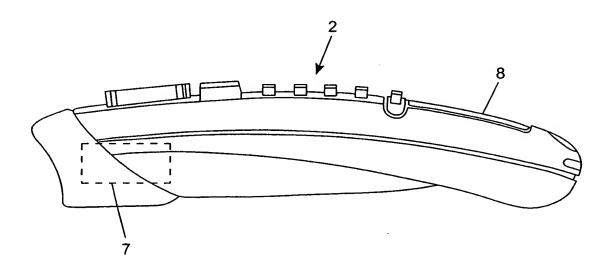


FIG. 2C2

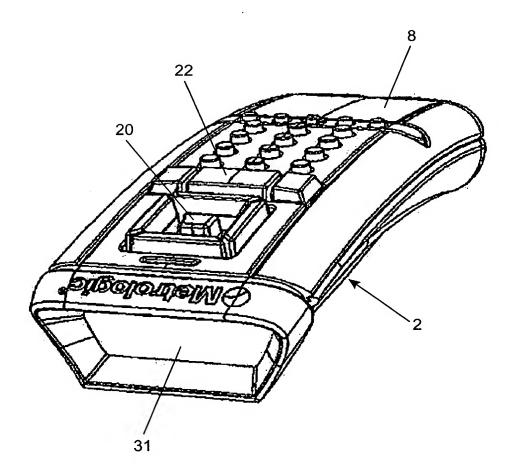


FIG. 2D

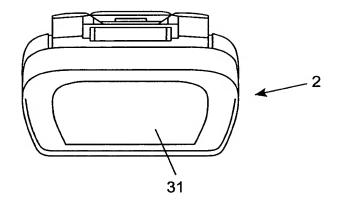


FIG. 2E1

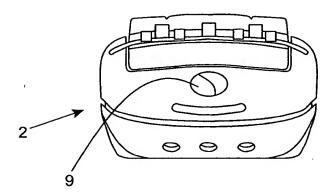


FIG. 2E2

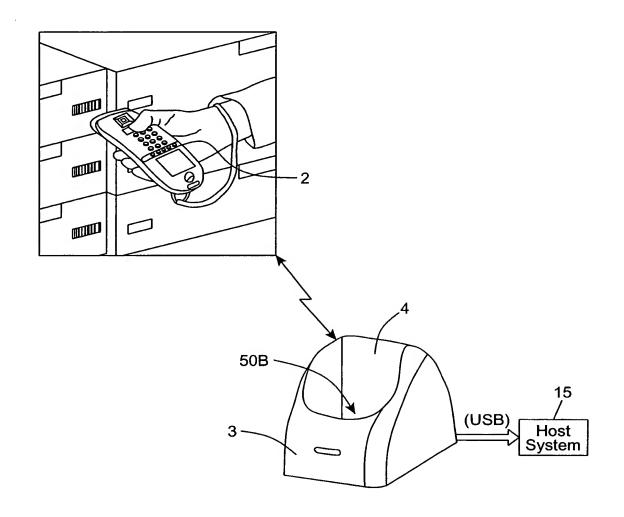


FIG. 3

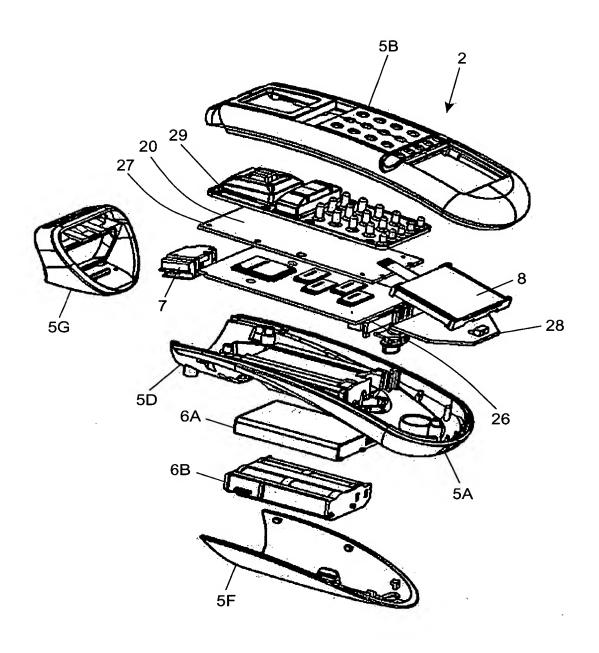


FIG. 4

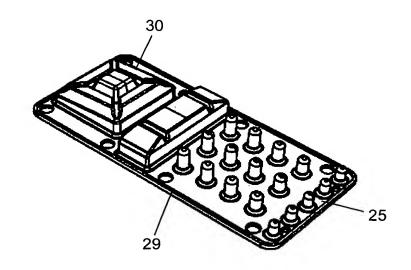


FIG. 5A

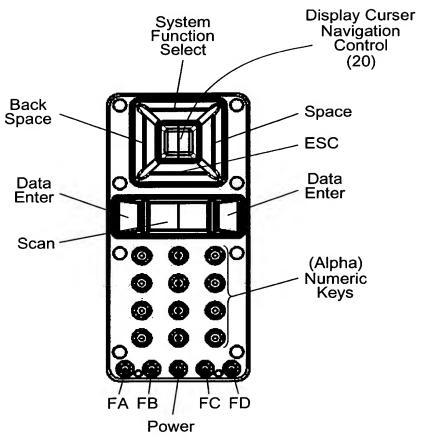


FIG. 5B

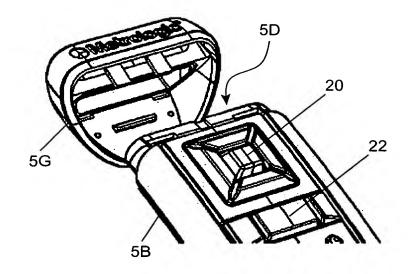


FIG. 5C

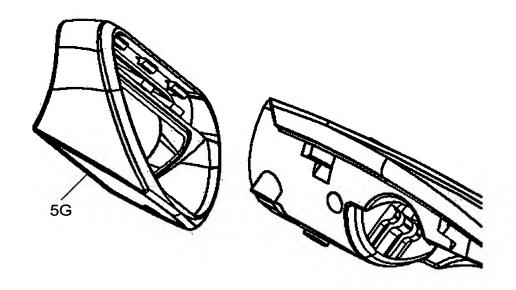


FIG. 5D

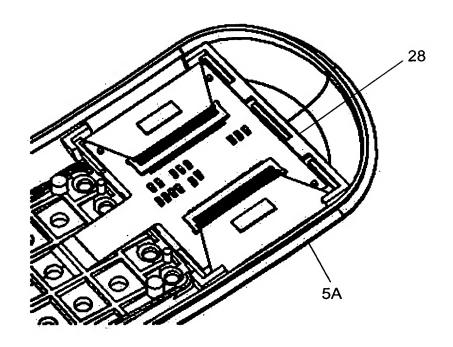
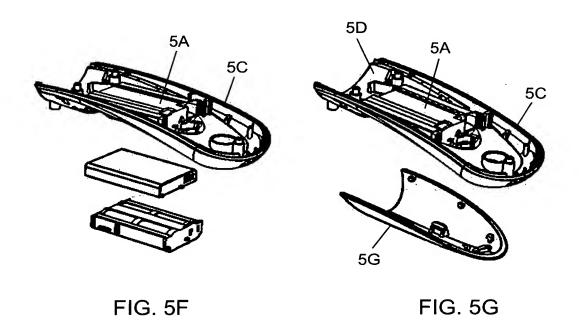
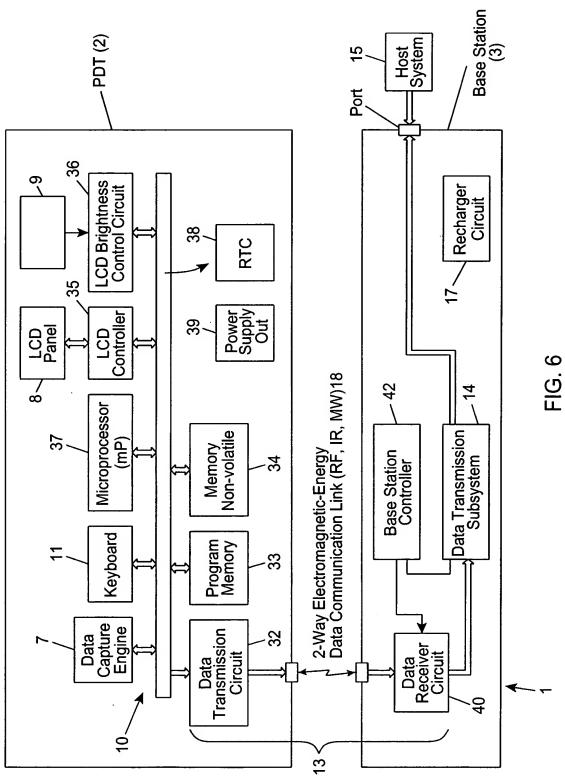


FIG. 5E





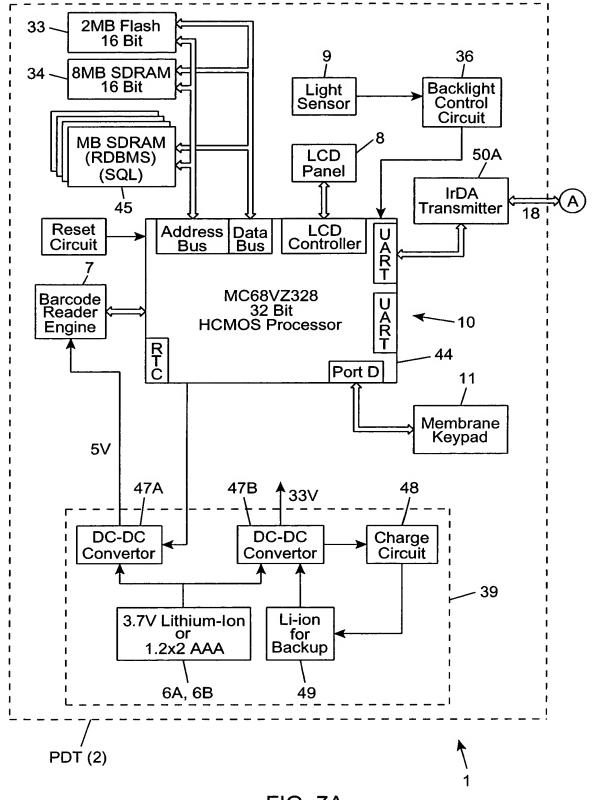
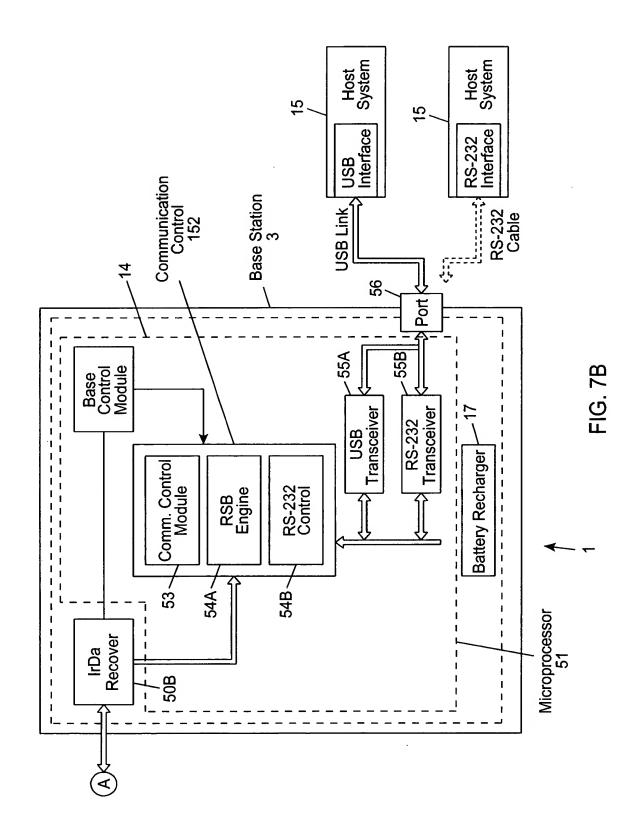


FIG. 7A



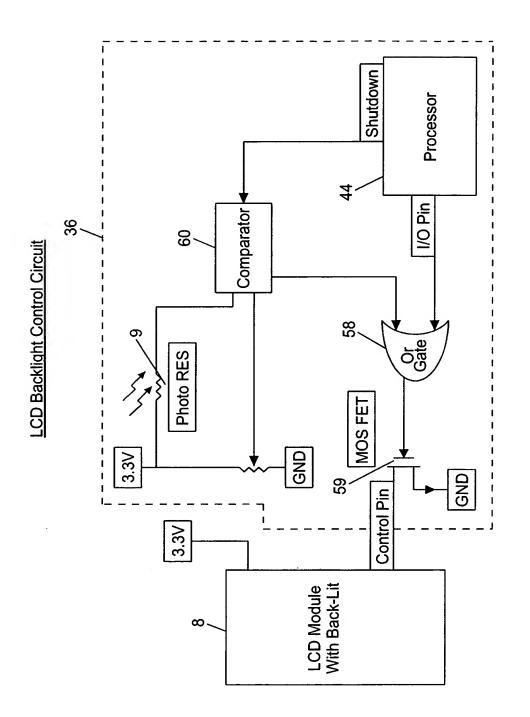


FIG. 8

Software Block Diagram

	M20 (Compiled Object Code)													
					MVM					User Program (By C Language)				
DB			Vidget API	De	ecoder API	(by o Language)								
API	API	Å	ÀPI Sy				isplay Server		ecode ibrary	Compatability Library				
Boo	Bootloader uClinux Operating System (O)S2)							
	Flash IRDA Driver Driver		Batt Driv		Miso Drive						SDRAM Driver	File System		
					Sc	car	npal Ha	rd	ware					

FIG. 9A

AppGen			M20								
	Screen Editor			Simulator							
SYNC	Database Editor Events Action Editor			MVM	DB API	Barcode API	Widget API	Display Server			
M2LC	C Action M			2L Lang	Templa	ate Editor					
				Windo	ows OS (0	OS1)					
					Host PC						

FIG. 9B

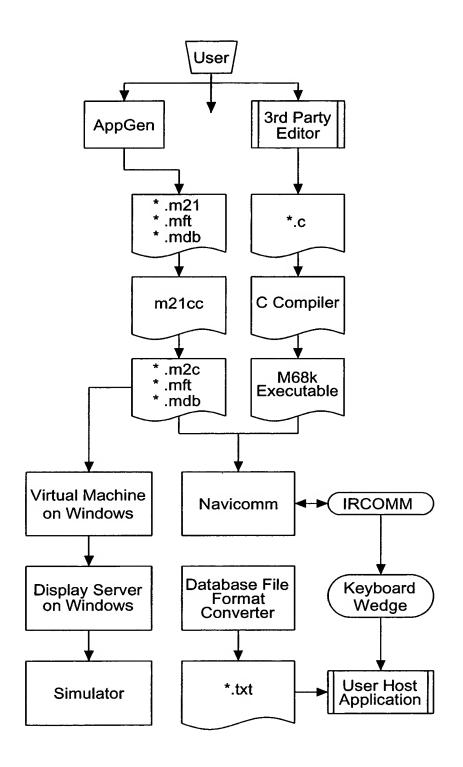


FIG. 10A1

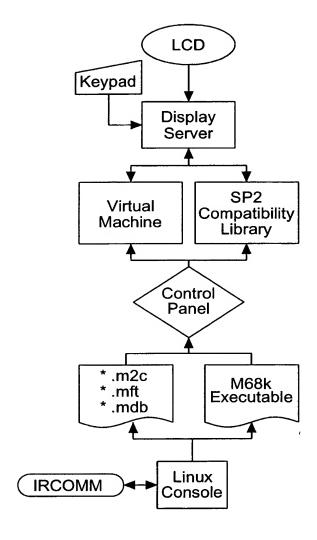


FIG. 10A2

- •What is AppGen made up with?
- "Screen Layout Design" Module or "Screen Editor"
 "Screen Action Design" Module or "Action Designer"
 "System Information" Module
- •Screen Editor
 - 1. Screen Structure Tree

Screen Object	
 Main Screen (Object
İ	Static Labels, Variable Labels
İ	Menus
İ	Input Areas
İ	Images
	Shapes
į	Animations
 _Overlay Area	Objects
<u></u>	Top Aligned
	Static Labels, Variable Labels
İ	Images
İ	Shapes
ļ	Animations
1	Left Aligned
ļ	<u> </u>
	 Right Aligned
İ	<u> </u>
	 Bottom Aligned
į	<u></u>
 Message Wind	dow Objects
	Static Labels, Variable Labels
	mmages
	Shapes
	Animations

FIG. 10B1

2. Screen Widgets

- 1) Static Labels
- 2) Variable Labels
- 3) Menus
- 4) Input Areas
- 5) Images, Shapes, Animations
- 6) Variable Object *
- 3. How does Screen Editor work?
 - 1) Enlarged Placement Pad
 - 2) Real-Size Preview Pad
 - 3) What you see is what you get
- Action Designer
 - 1. What are actions for?
 - 2. When can actions be defined?
 - 1) Before entering a specific Screen Object
 - 2) Before leaving a specific Screen Object
 - 3) After a data collection is finished
 - 3. What actions are covered?
 - 1) Database Operation
 Lookup, insert, delete, update...
 - 2) Data Formatting
 - 3) Message Window Display
 - 4) Communication
 - 5) Beep, restart, reboot...
 - 4. Who can have actions?
 - 1) Main Screen Object
 - 2) Input Area Widget

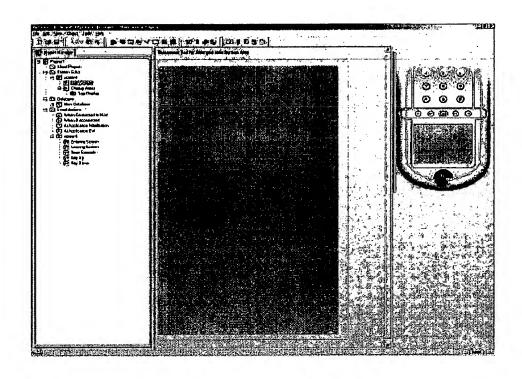


FIG. 10C1

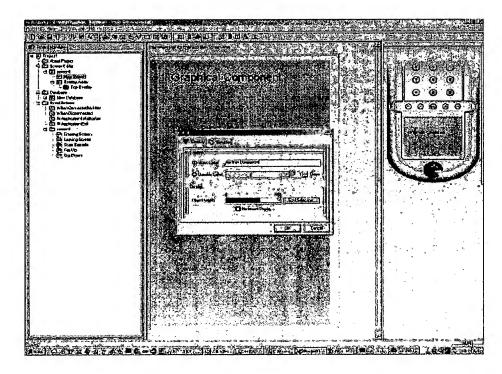


FIG. 10C2

General Vari	able	
⊙ Static Label	Another Component	
O Variable Label	[Not Specified]	Chars
Display ———		
Object Width:	0	160 Font Selection
	☐ Reversed Disp	lay.

FIG. 10C3

d. Managér	. 0	atabase[ddb] Table	[tab1]	Design	Strucure	
jecil rbou Projeci Soren Britar		Field Name	Туре	Size	Indexed	Descrip	tion
1 stage : 1 Man Samus	$\parallel \parallel -$	Product	String	254	No	Product Name	
Daniey Ames Dipp Overlay		Number	Long	4	No	Item In Stock	8 2
Dosebose.	111	THATTIDOT	Long		110	itom in Otook	A 19
1) Non Combase Prasi Actions	111		 			8:	3
When Coasecred to Hors		-25	 	10 0			
13 When Disconnected 2 44 Application Initiation	₩ I	<u> </u>	 	= 5	ļ		
7) At Application Edit		1	L			§	
Damasti.					*	5 ×	
(C) Leaving Screen			1	· 24		g	
			1	1	s -20		1
(C) Key Up			1	1		y	- 1
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							750
* iv		A-31			- I-,		
	5 14	#51# 6 5 6 W	- 1	11-4-			

FIG. 10C4

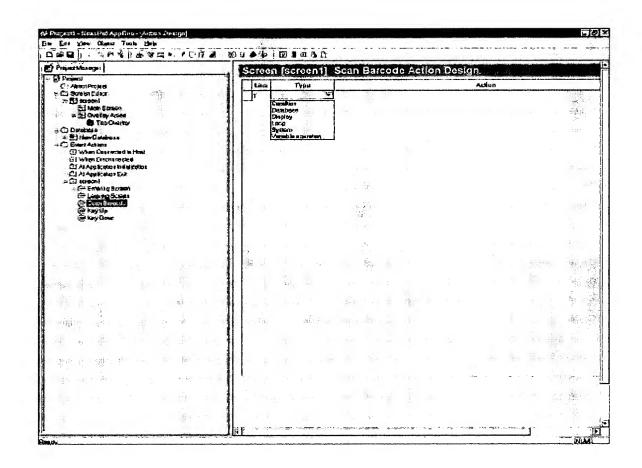


FIG. 10C5

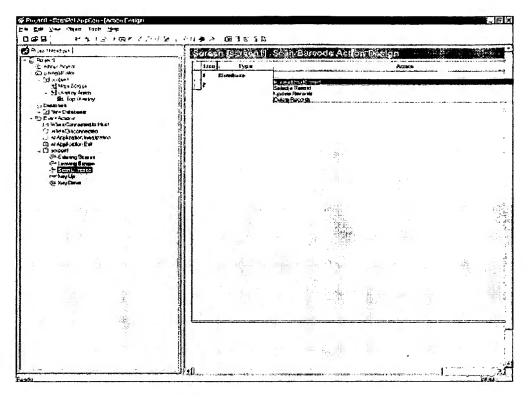


FIG. 10C6

Insert a New P	Record		·····			-/,	
Database		*	Table				j
Fields	: :	212	<u> </u>				
	Field				Value		
1 1					y		
2	3					1	
3	15.		1	a the	1	x g 1 = 1	
4			Ħ				7 [7]
serts a new red	cord into the table yo	u specify.					
ΠĪ					OK	1	Cancel

FIG. 10C7

Display Screen From Simulator Module

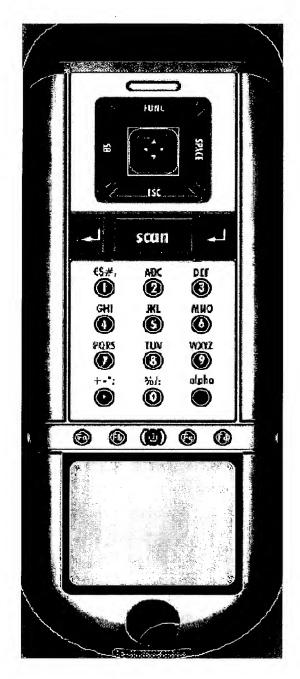


FIG. 10C8

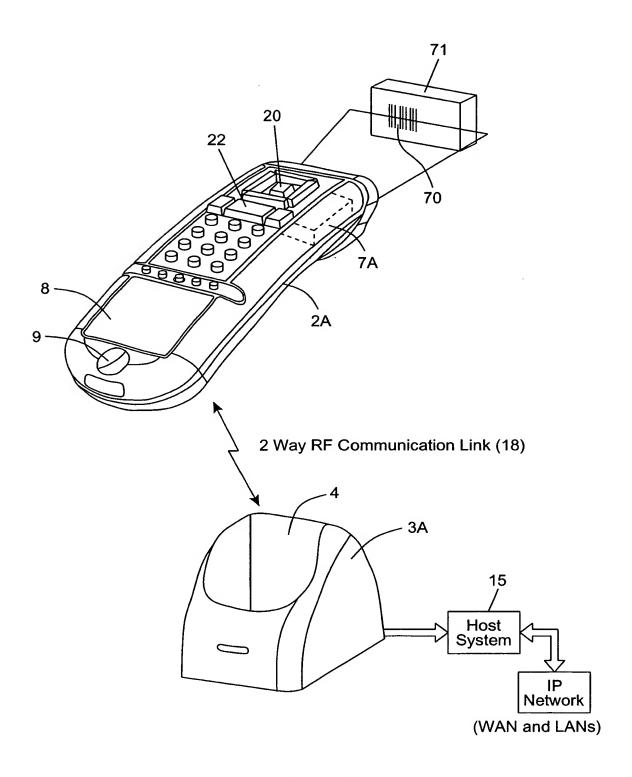


FIG. 11A

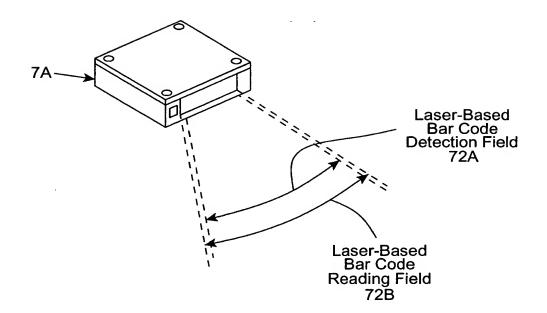
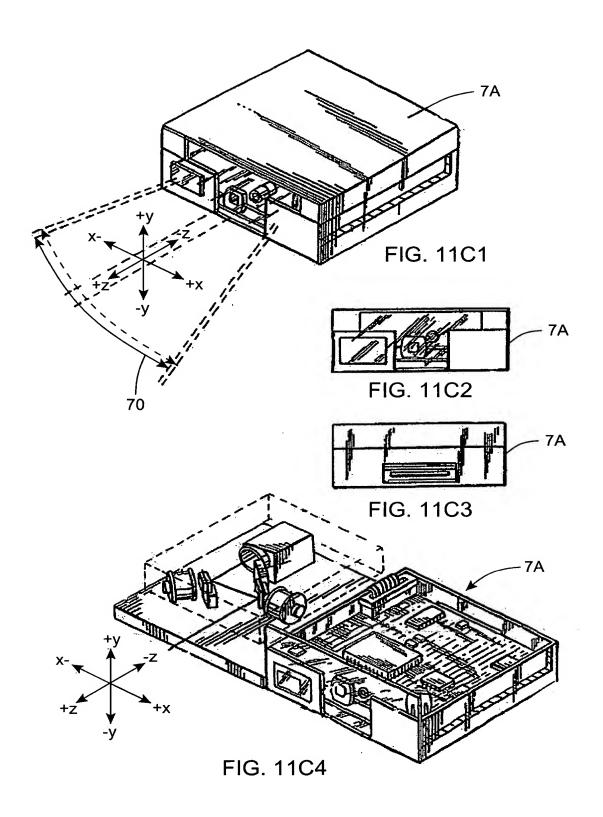
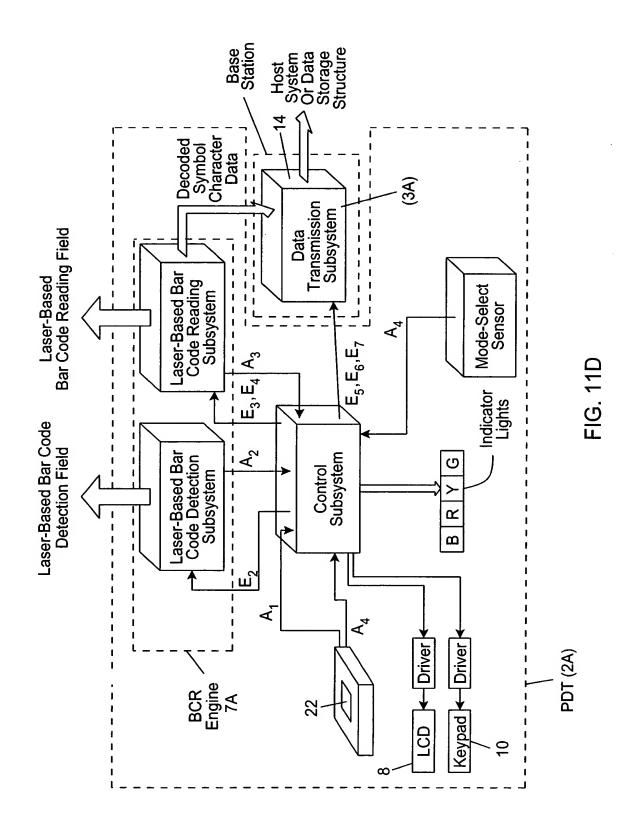


FIG. 11B





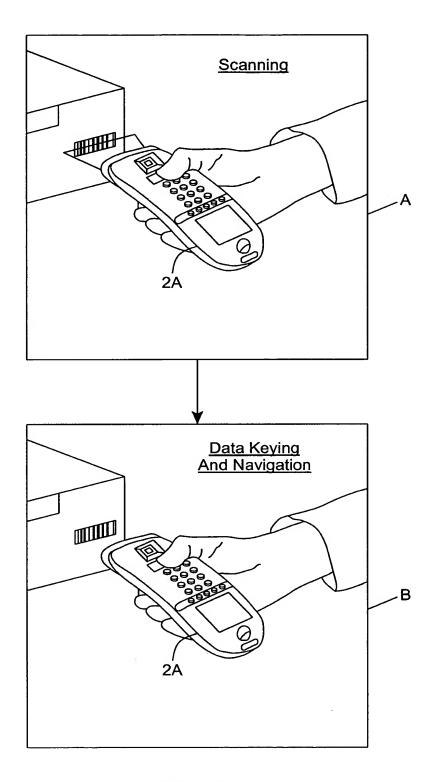


FIG. 11E

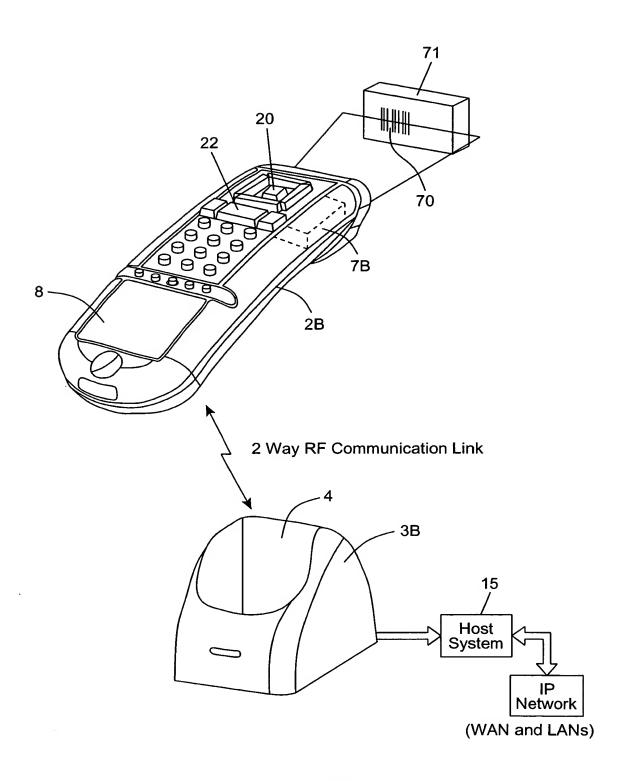


FIG. 12A

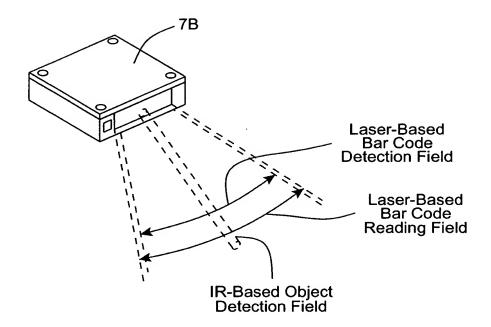
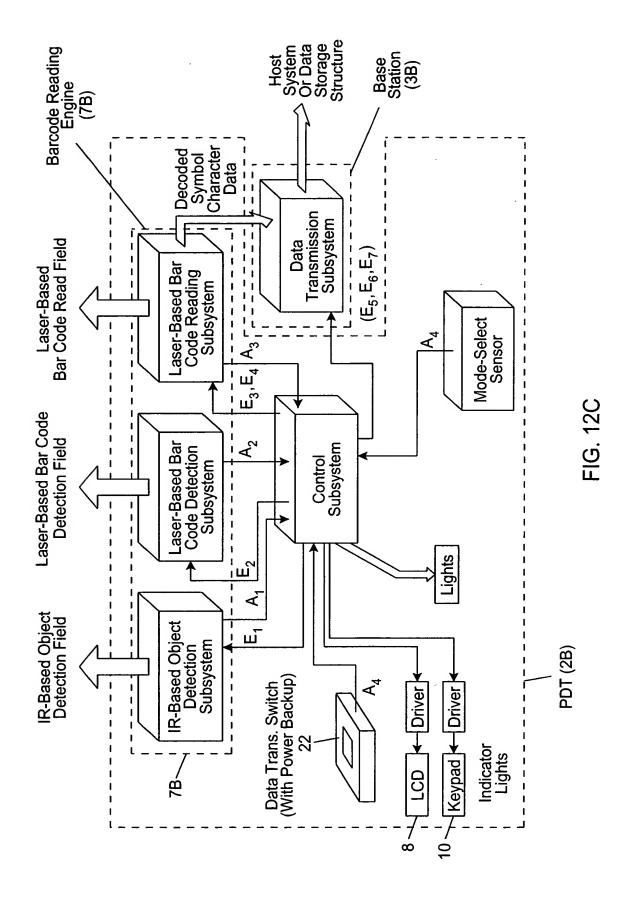


FIG. 12B



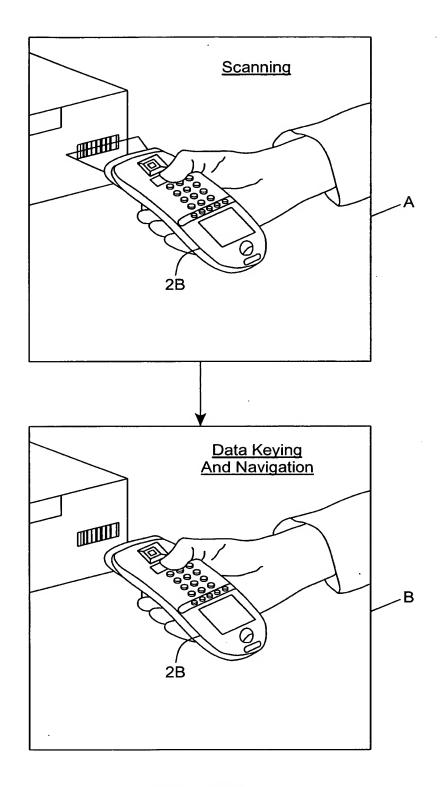


FIG. 12D

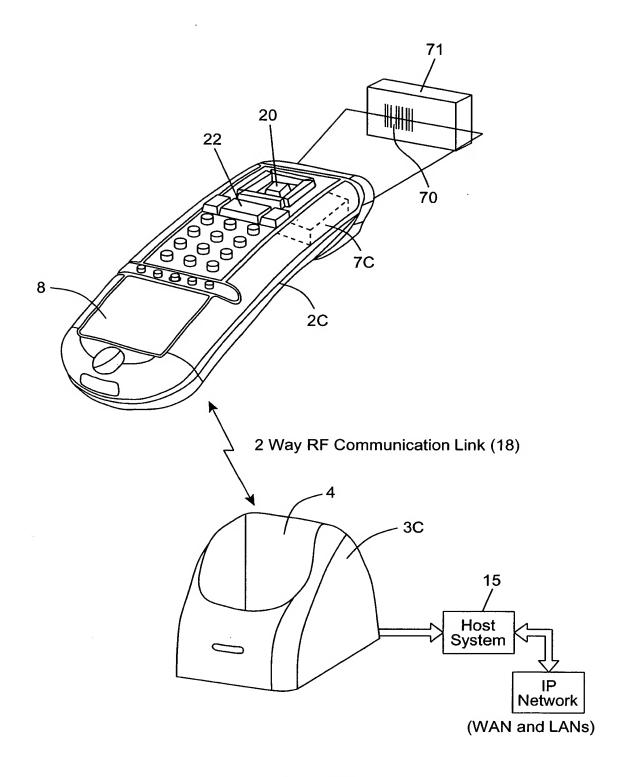


FIG. 13A

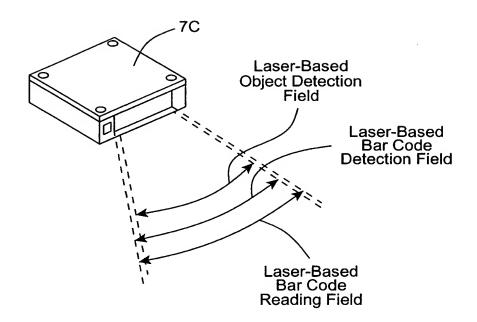
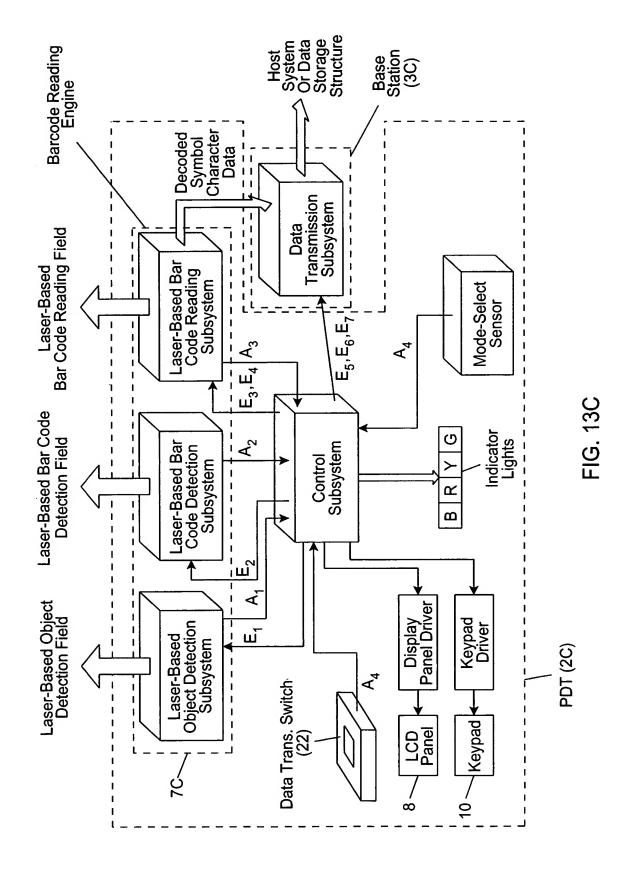


FIG. 13B



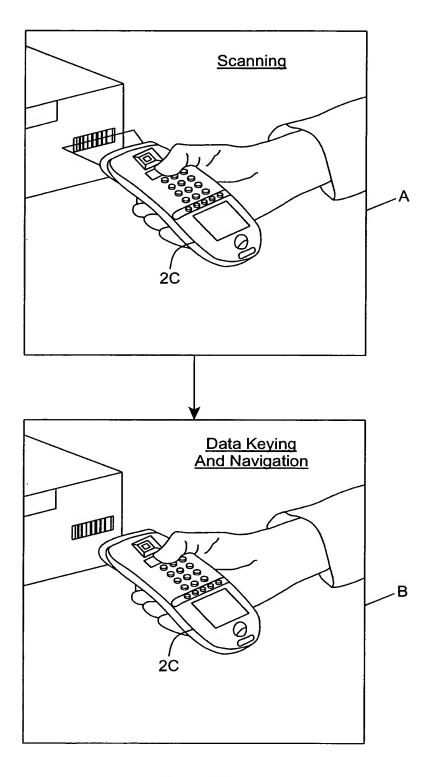


FIG. 13D

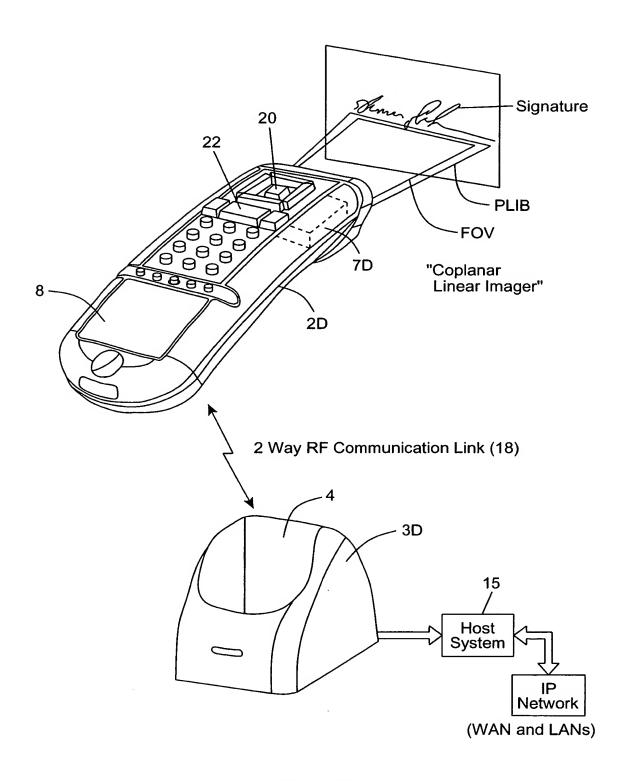


FIG. 14A

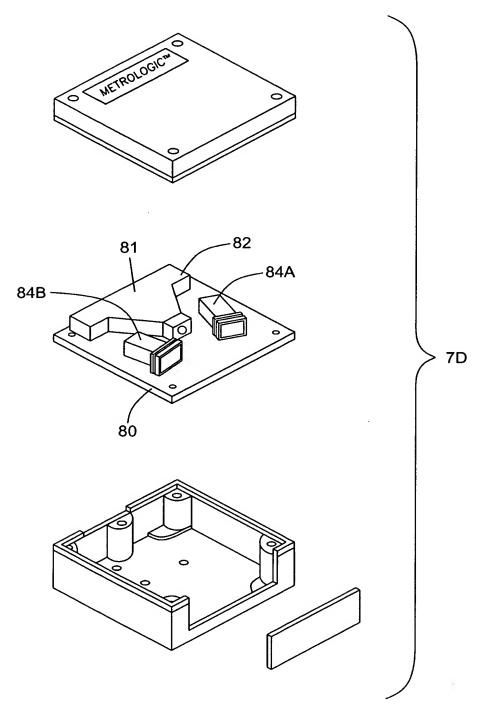


FIG. 14B

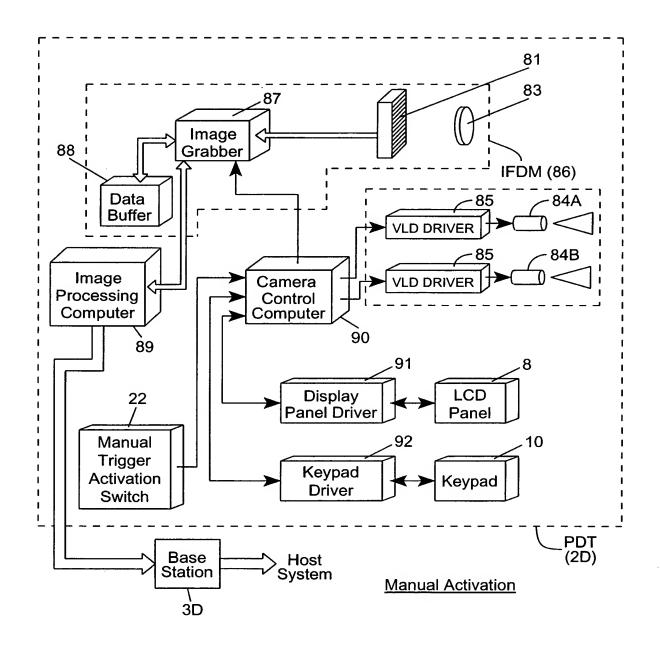


FIG. 14C

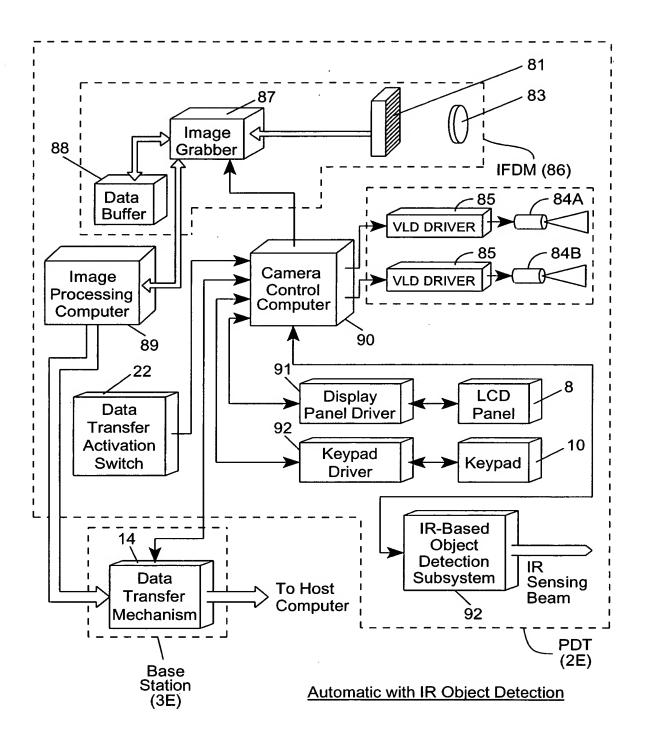


FIG. 14D

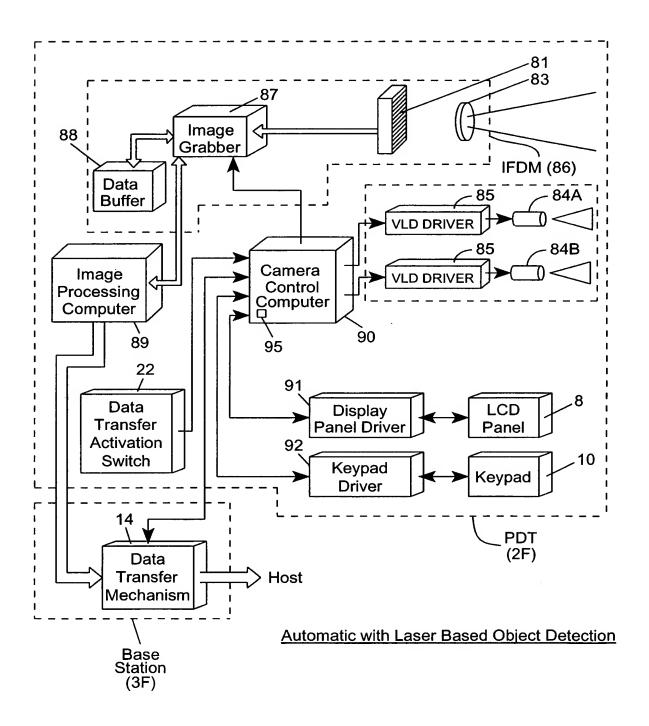


FIG. 14E

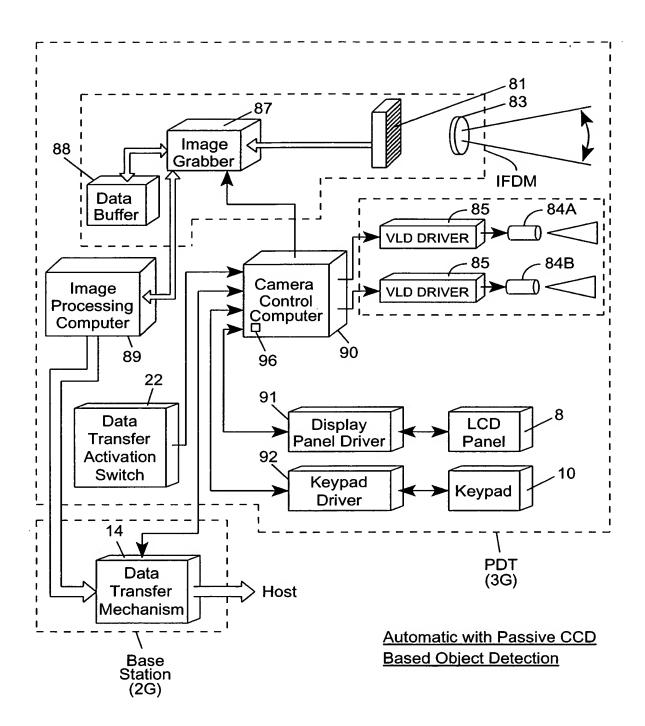


FIG. 14F

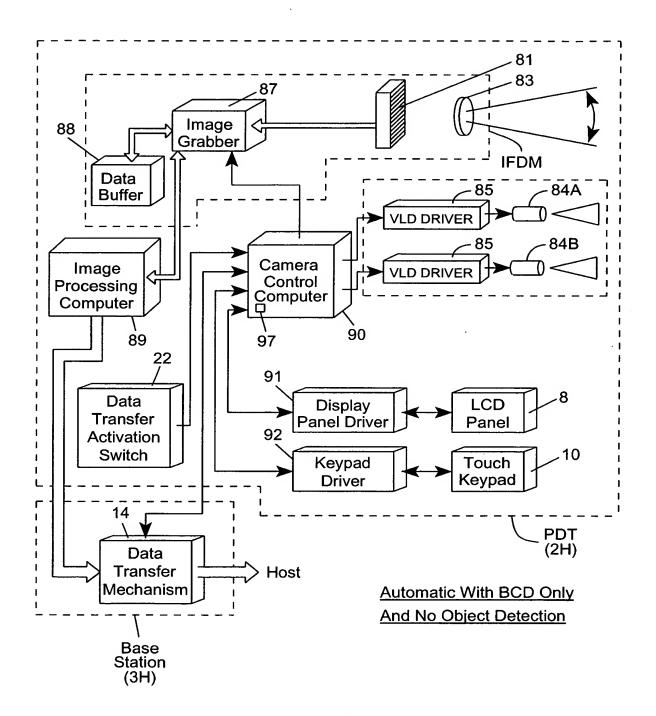


FIG. 14G

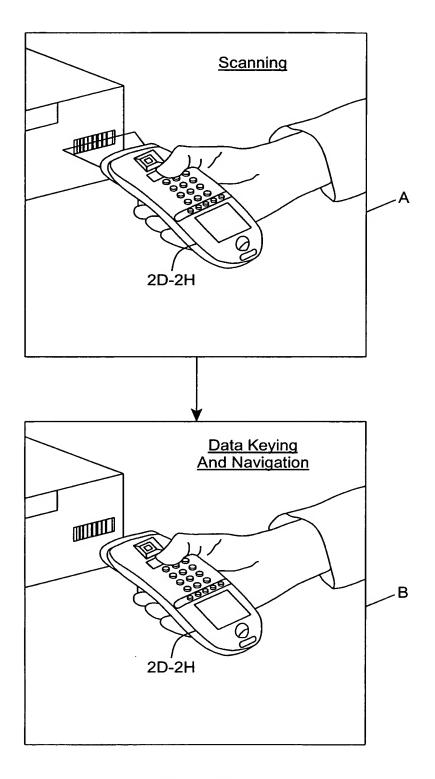


FIG. 14H

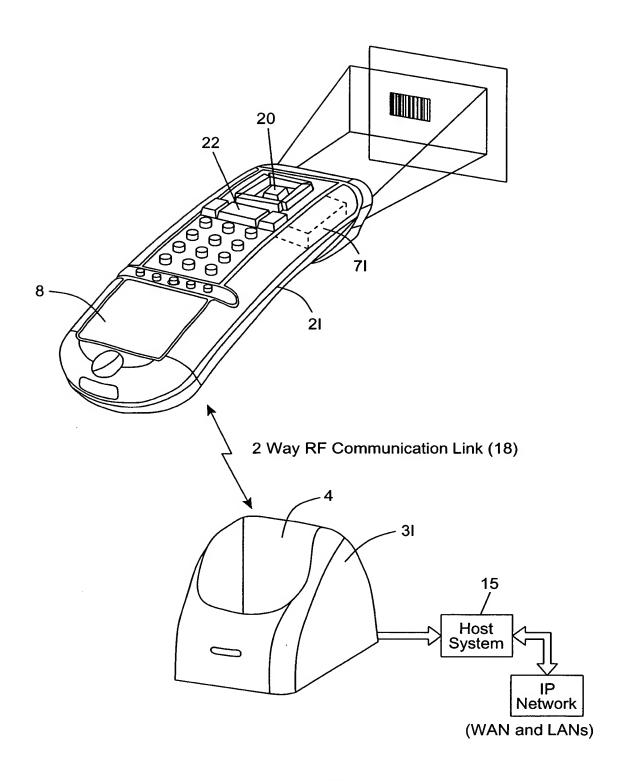


FIG. 15A

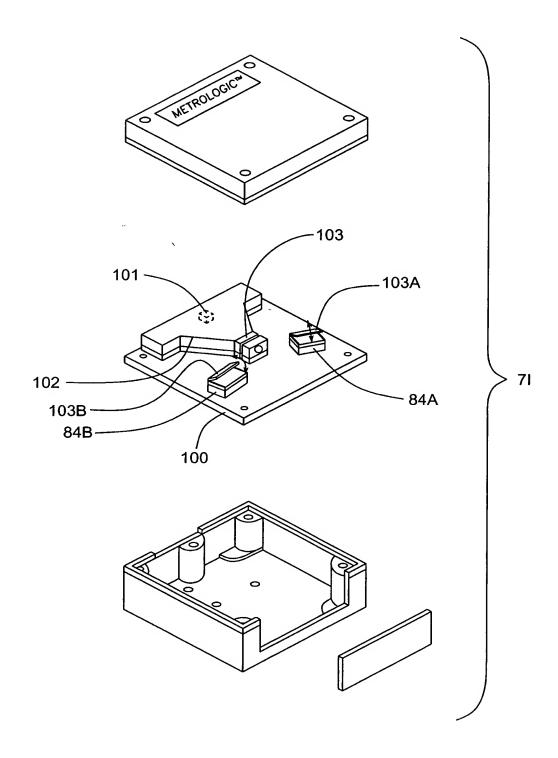
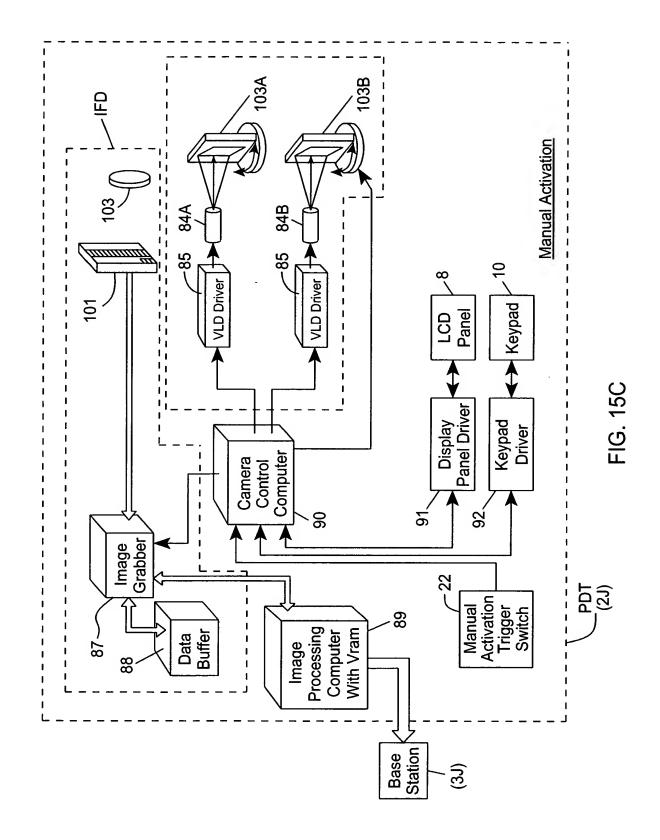
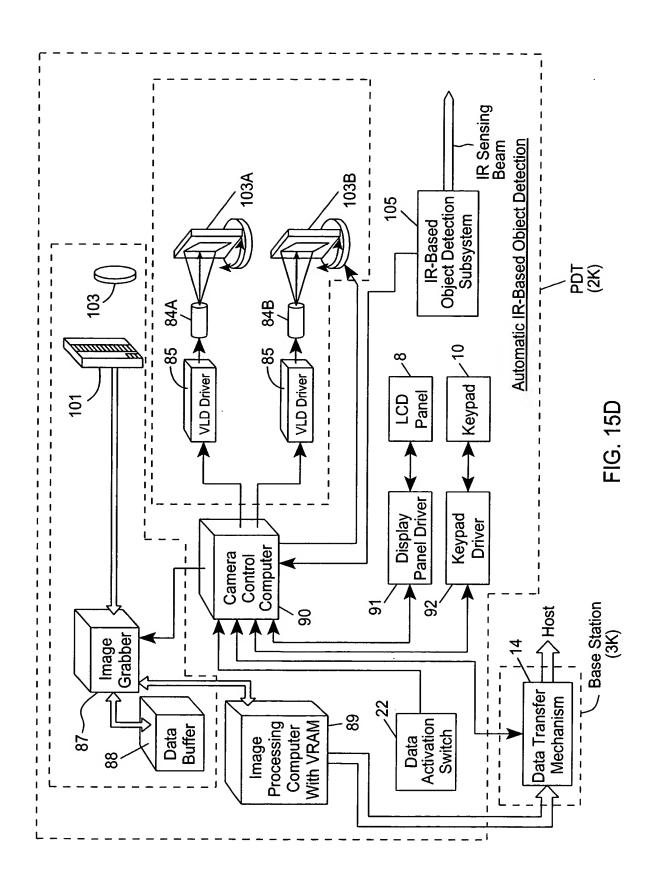
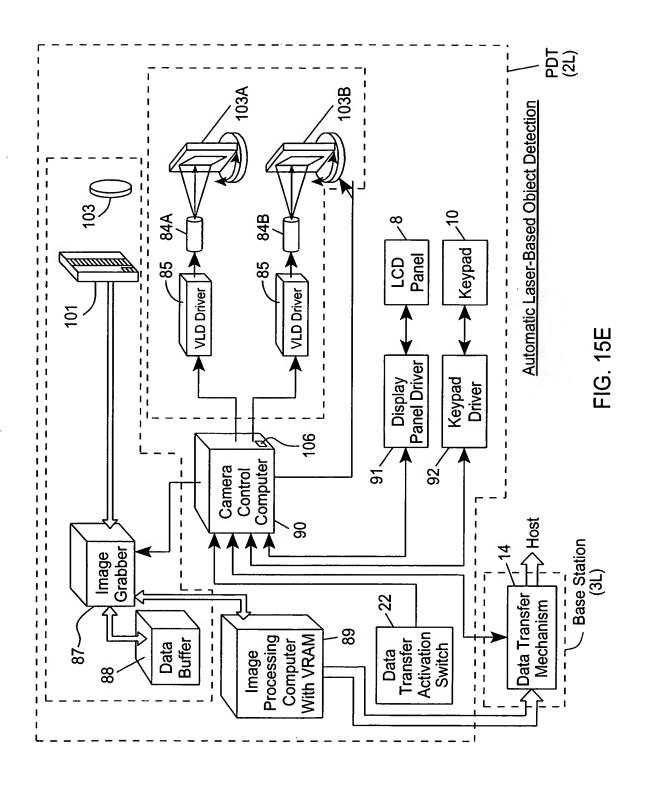


FIG. 15B







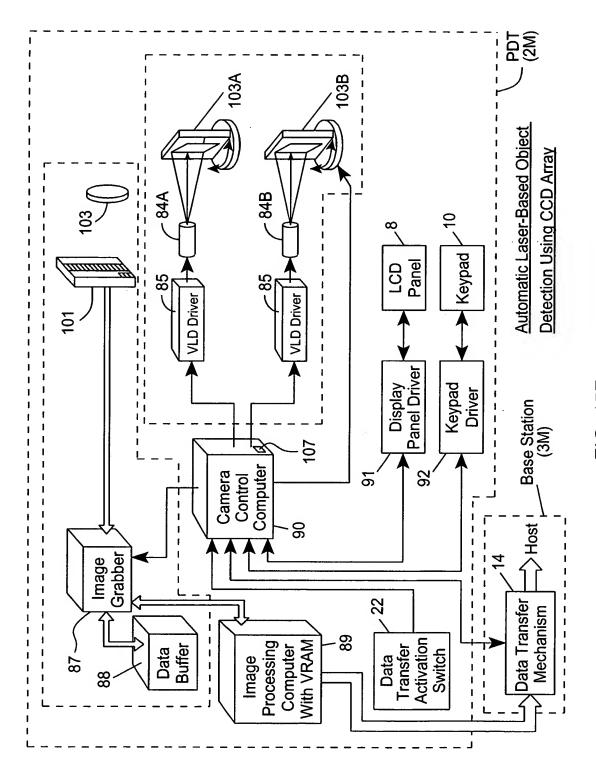


FIG. 15F

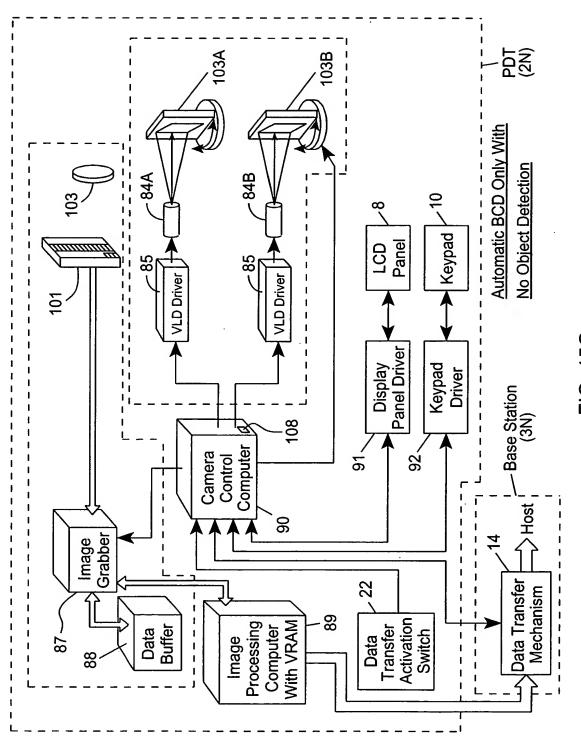


FIG. 15G

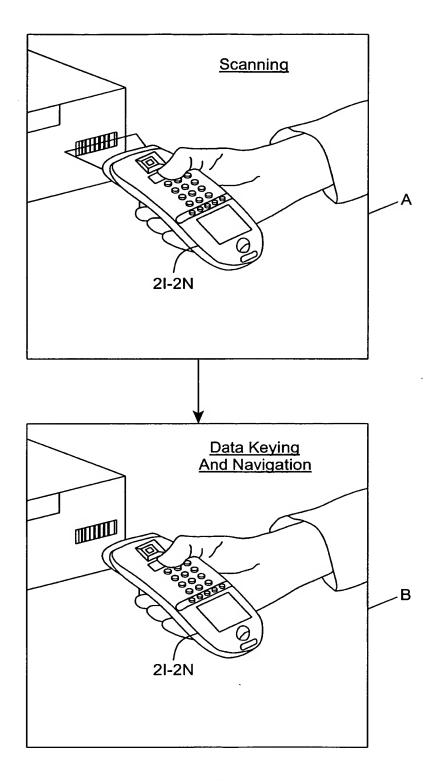


FIG. 15H